

Albion

Walk Through



Blue
Byte

Part 1 - TORONTO

You start out in Tom's room, go to the cupboard in the bottom left corner and take everything out of it. Take off the shoes and put the boots on. Leave the room and talk to Tom's girlfriend. After you've finished talking to her, head east and go into the first room on the south side. Go into the cupboard that's to the left of the door and take the stimdrink. Leave the room and go into the next room on the south side, go into the bathroom and you'll find some rations in the drawers. Leave this room, walk past the news console and head north. You'll soon come across the mess which is situated in the north-east. Go into the mess and talk to anyone you see in there, after talking to everyone go to the counter and talk to Anne, ask her specifically for some chocolate bars. Leave the mess and head west, go past the cross-roads and into the first room on the north side. Look in the top cupboard and collect the cartridges then open the left cupboard and collect the rations.

Leave the room and head east again, go past the mess and into the second storage room, you will find a cupboard in the north west corner of the room, manipulate it and take the lock picks. Leave the storage room and open the door to the next storage room in the east. Enter the storage room, and go to the right hand side of the room. In the north part of the room you will find some drawers, open them and take the lock pick. Leave the storage room, head west and keep walking until you pass three pillars. Head north at the pillars and follow the corridor around, walk past the COM then keep walking east until you come to the room occupied by Joe. Go into the room and talk to Joe, tell him you want to see the COM room. After he's given you the codes ask him about the service ducts, leave Joe's room and go into the room opposite, go to the door in the northeast corner and enter the code 1042.

Walk straight ahead and the door will open, go through the door and step on all four floor plates in the corners of the room. Go through the door that opens and turn left, go around the corner and manipulate the switch. Go to the opposite corner and manipulate that switch. Walk through the door that opens on the west wall and follow the robot around until you walk through the north door. In this room you will find a switch in the northwest corner of the room, push the switch and follow the robot through the east door. Walk through the open east door and follow the corridor around, walk past the cupboard on the wall and open the door with either switch. Follow the corridor around again until you come across a door with a keypad, use the code 1042 again then walk through the door and go up the ladder.

In the COM room look at the console and you will find a gun and some ammo, put this in the cupboard you walked past in the service ducts, making sure you leave all ammo in there as well. Go back to the COM room and leave through the guarded door. Go back to where you originally entered the service ducts and go back to the cupboard, collect the gun and ammo and return the way you just came. Go back to Joe and talk to him, show him the gun, then leave. Go back to the mess and ask for some more supplies. The next time you hear the launch request over the tannoy say "yes." You will automatically be taken to the take off.

Part 2 - Jirinaar

Search the bureau, chest and cabinet in the west side of the room and take everything out of them. Leave the room, go over the bridge and head west. Walk over the next bridge and you'll be taken to see the Sebai. Talk to the Sebai and find out everything you can, when he asks if he can keep the wreckage say "yes." Leave the room and go down into the basement/sickroom located in the room to the west of the Sebai's room. Once down in the sickroom go into the first western room and open the chest. Take all the gold out of it then leave the sickroom. Head south and go over the three parallel bridges into the kitchen. Take the purple fruits from the kitchen and head south again.

Go into the next room you come to that contains some chests and bureaus. Open the chest and bureau that are usable and take everything out of them. Leave the room and head south again, the next room that you come to will be locked. Use the hunter-clan key to open the lock then enter the room and open the chest in the top right corner. Leave everything you have in the chest, except for the weapons you want Rainer and Tom to use (hint - keep Tom's gun and ammo as it is very powerful). You should also keep any armor you can equip them with and take plenty of torches (these are already in the chest). Once everyone is equipped, head down into the supply chambers.

Go into your backpack and use the torch, then look in the northwest corner of the room and get the rations out of the small pot, head to the south wall and open the pot nearest to the south passage. Take the rations out of it then go into the east chamber. Look in the trash heap in the northwest corner and take all the weapons from it. Open the chest on the east wall and take all the weapons out of it, then walk to the two chests by the south wall. Open the chest furthest away from the wall and take the weapons and the gold. Leave the chamber and head south until you come across some wreckage, search the pots on the east wall and take the rations out of one of them, then search the wreckage nearest the south exit (in the middle of the room) and take the clock.

Leave the chamber and follow the passage around until you come across some more wreckage. Search the first piece of wreckage and get the cartridges (ammo for the gun). Search all the chests in this chamber and take all the weapons, armor, rations and gold that you find. Make sure that you find the pick-ax as you will need this later on. Once you have searched everything, check your character screens and make sure your weapons and armor are 'equipped' i.e. so that you are ready for battle. Leave the chamber and start walking along the corridor. A wall will suddenly collapse and you will be attacked, fight the Skrinns and go through the gap that has appeared. Follow the corridor around then travel southwards into the furthest southern chamber, fighting all the Skrinns that you come across. Use the pick-ax on the west wall and on the south wall (you'll see some cracks in the wall were you are supposed to use the ax), from now on you'll start coming across more Skrinns so fight them whenever you come across them. Go through the gap that has appeared in the west wall and head west. You'll find another weak point on the west wall, again use the pick-ax on this wall and go through the gap that appears. Search all the trash heaps and pick up all weapons, gold and rations. Go back to the chamber where you broke the south and the east wall, and go through the gap in the south wall. Follow the passage around and use the pick-ax on the wall at the end of the passage. Fight the Krondir that is behind the wall then search the trash heaps in the chamber. Pick up the fire ring, the gold and the healing potions then make your way back to where the first wall originally collapsed and you were attacked. Look for a weak point in the wall and use the pick-ax on it, go through the gap and make your way to the exit.

Talk to the Sebai and tell him you were injured, take the healing potion off him and then take the fruits and any other items you left in the chest. Leave the room (if you are carrying too much then leave some of the lesser items in the chest as you can always come back to collect them) and head south again. Follow the corridor around until you come to a door on the east wall, use the hunter clan key on the door and head out in to the city.....

Accept the offer of the Iskai who offers to take you to see the Sebainah. Talk to the Sebainah then leave her room. Go east and into the room just before the exit. Search the cabinet, take the gold then leave the room and go out the exit. Go back to the house of the South Wind Clan but don't go in, instead talk to the people who are walking about in this area. Find Rabir who tells you he helps Wania find her wares. Sell all the weapons and anything else he'll buy (the things you'll want to keep are an Iskai weapon and some armor for Drirr, an Iskai warrior who will be joining your party soon, as well as the lockpicks, some rope and Tom and Rainer's weapons). Talk to some more people until you come across a traveler who will sell you some fruits. Buy the purple fruits

off him then walk south. Stay on the east side of the city and you'll come across the battle trainer's house just before you reach the bridge. Go in and train Tom and Rainer to their full potential, you can decide if you want to do close or long range combat or a combination of both. Leave the battle trainer and head south again, walk over the bridge and go to the mixed goods store in the southeast area of the city. Look at the chest when you walk in and tell Wania that you will buy the items. Take everything out of the chest then talk to Wania. Tell her you are interested in her wares. When she shows you what she has, buy the music crystal, some lock picks and the compass (very handy for the 3-D areas). Leave the store. At around this point you will have to go to the party, watch and read everything very carefully. Search the founders building and take all the potions that you find. Leave the building and go to the council building, talk to Frill and again watch and read carefully everything that happens. Leave the building and then leave the city via the city gate.

Talk to the cattle breeder and ask him how to get to the building, follow the instructions he gives you and make your way to the building.

Enter the building and use a torch. Go into the western chamber and take everything from the trash heap. Follow the passage around and fight the Skrinn, use the purple fruit on the trap then follow the passage around. Use the lockpick on the chest and take everything. Leave the alcove and keep following the passage round until you come to a room that lights up under your feet. Go to the first rainbow plant then walk in a straight line to the other one. Walk through the gap that appears in the wall and walk right to the end of the corridor (touching the plant that blocks your way will move it). Manipulate the two luminous shapes that you find at the end of the corridor. Walk back through the corridor and look closely at the brown south wall, you will see a green panel with cracks in it. Use the pick ax on the panel and walk to the end of the corridor that has appeared. You will find another luminous shape, manipulate it then go back to the room that glows under your feet. Go east and fight the Skrinn. Manipulate the two plants blocking the way to the south and walk through the opening that has appeared. Fight the Krondirs and make sure that you get the meat off them. Keep going south and follow the corridor around, fight the Skrinn and head to the furthest western chamber. Take everything from the trash heap and head back to the chamber where you pushed the plants away.

Go north into the room with the mouths then go through the southeast passage. Use the meat on the mouths that block your way (if you don't have enough meat then look down and maneuver between the mouths). Go north and take everything out of the trash heap in the east. Leave the chamber and head south, using the meat on the mouth blocking the entrance to the southern chamber. Follow the corridor around in an easterly direction, using the purple fruits on the traps that you come across. After passing through the last trap fight the Skrinn then take everything from the trash heap in the middle of the chamber. Enter the 'life like' passage way and follow it around until you come to some moving orange lights. Make sure Drirr is leading the party and dodge the orange lights. Get Drirr to manipulate the Blue Trii (Argim) and talk to him. Agree to find the music crystal then get Drirr to give Argim the music crystal that you bought in Jirinaar.

Walk through the gap that appeared when Argim moved and take everything from the assassins belongings and remains. Make sure you picked up the Iskai dagger from the remains, this is a very important piece of equipment. Use the meat on the mouth in the middle of the room and follow the passage around. Fight the Krondir and use another piece of meat on the mouth. Go into the alcove in the southeast corner of the room and take everything from the trash heap. Leave the alcove and fight the Skrinn/Krondir then head south and use the lockpick on the chest next to the far southern wall. Take everything out of the chest. Use your automap and make your way back to the first chamber where you entered the building. Head south and fight the Skrinn, take everything out of the trash heap then continue to follow the passage around. Fight the two sets of

monsters you come across then take everything out of the first trash heap. Use your automap again and make your way to the buildings exit. Leave the building and head to back to Jirinaar.

When you get back to Jirinaar find Rabir again and sell the weapons, all the weapons you don't want or need (it's best to keep a short range and a long range weapon for everyone). When you've done this go to the Former's building and find Bradir in the north part of the building. Ask him what he knows about the dagger you found in the murderer's remains. He'll attack you, once you've defeated him watch the cut-scene then go into the Sebainah's room and tell her you're ready to leave.

Part Three - Gratogel

Enter the hut next to the pigs and buy any rations that you need. Leave the provisions hut and go in to the big hut that is situated in front of the dog pen. Talk to Tharnos and ask him about the Toronto, he'll then set a mission. Find out as much as you can about the mission and the island. Leave the hut and travel to the southern tip of the island to Aballon (a village like Klouta). Visit the most northern hut and talk to the female warrior in there, if you have enough gold and training points, she can train you. Leave the trainers hut and visit the merchants hut ("I buy and sell most things"). Purchase the monster eye and depending on how much gold you have, the fireblade, dreamshield or protection amulet, they will come in handy throughout the entire game. Leave the village and go over the bridge and towards the mountains. Walk through the gap in between the mountains and negotiate your way through the mountain path (you can hear the wind whistling while you are in it). When you come out at the other side you'll be in Vanello. Talk to some of the villagers and to the king. Make sure you have plenty of lockpicks before you leave the village, then follow the northern path to Arjano.

Enter the Arjano and talk to the Druids, after you've been told your mission look around the rooms. Take all the healing potions you find and talk to all of the Druids. Make sure you talk to the healer in the first room you come to and heal any of your party who have got diseases or are injured (the healer will do it for free!), also pick up some buckets as you'll need them later on. Find the stairs and go down into the library. If you have enough gold then buy some spell scrolls when you get offered them. Banish Demon and Demon Exodus are very useful for this dungeon. Once you've looked around the library open the door in the northeast corner and go down the stairs.

Fill up the buckets with water from the bowl then follow the corridor around. Push the top floor plate down and use the water on the flames. Head south and follow the corridor around until you come across the flame barrier (fire bowls). Use the water on the fire bowls to make a clear passage through. Follow the corridor around then head north. Go through the door and step on the three floor plates from left to right then pull the lever on the wall. Go through the gap in the knives that has appeared and pull the lever in front of you. Go back to where the three lines of fire bowls were and go through the gap in the north wall. Extinguish the flames and go into the alcove. Take everything you want (you can open both chests, the right one has loads of potions and antidotes). Leave the alcoves and head east, walk past the cross of fire bowls to the end of the corridor, then go north. Extinguish the fire bowl and pick up the broken lever in the corner. Go back to the cross shaped fire bowls and follow the passage, so that you are heading in a southeastern direction. You will come to a square consisting of nine floor plates. Walk on the floor plates so there is a cross shape on the floor, then step on the floor plate around the corner. Walk through the gap that has appeared in the knives and pull the lever. Go back around the corner and into the alcove, pick up anything that you want then go back to the single floor plate again and go through the gap in the

knives. Walk to the end of the corridor and use the broken lever in the slot in the wall. Go through the door that opens and then go down the stairs.

Head north towards the closed portcullis and push the button on the east wall. Go through the passage that appears in the wall and fight the Warniak. Search the trash heap at the end of the passage. Pull the lever on the wall and leave the passage. Head south so you are moving away from the locked portcullis and go through the passage heading off to the west. Follow it around and go through the open portcullis. Keep following the corridor around until you come to a large room with floor plates and moving flames. Avoid the flames and step on all nine of the floor plates. Go into the room that opens on the south wall and search the trash heap. Take the lock pick then go to the southwest corner of the room. Use the lockpick on the chest and take everything out of it. Leave the room and head north, go out of the northern exit of the large room and follow the corridor around. Fight the Warniaks and keep following the passage around until you come to a large room with a fountain. Fill up your empty buckets and fight the Warniaks. Leave the room by the east exit and follow the corridor until you come to a junction where you can go north or south. Go north and fight the Warniak. Use the water on the flames and pull all three of the switches. Go through the door that opened and find the chest. Use a lockpick on the chest and take everything. Go back to the room with the fountain (make sure you leave with a bucket of water) and head south and then west. Open the door at the end of the west corridor and fight the Warniak. Maneuver between the flames then search the trash heaps, take everything then leave the room and head east. Go down the south passage and use the water on the flame then follow the passage around and open the door. Fight the Warniaks that come out then go down the stairs.

Head south and step on the floor plate in the center of the room twice, avoid the flames and move to the gap in the green wall. Push the button that is there and go into the room that appears on the east wall. Use a lockpick on the chest, take everything then go back to the floor plate and press it until the missing piece is in the southwest corner. Walk through the gap and step on the floor plate on your right. Fill up your buckets at the fountain and then use the rope on the hole in the floor.

Ignore the door and follow the passage round. Open the first portcullis with the Warniaks. Fight them then pull the lever at the end of the passage. Leave the passage and fight the Fear. Open the third portcullis, fight the Warniaks then pick up the sword from the trash. Go into the north room and open the chest, take the key from it then head back to the hole you dropped down from. Open the door next to it and go up the stairs.

Use the key in the door and head south. Use the key in the south door and follow the corridor around until you come to the north passage (make sure you dodge the fireball). Go north into the room and push the button in the southwestern corner of the room. Go through the passage that has opened and pull the lever then leave the passage. Leave the room and keep heading east, follow the corridor around and head north. Search the trash heap in the third alcove and take everything. Keep heading north until you get to the end of the corridor then take the east passage and follow it round to the end. Go through the door and open the north door. Pull the lever and go through the passage that has appeared in the north wall. Follow the passage around and run over the brass disks. Go through the door on the east wall and fight the Animal. Once he is defeated go down the stairs.

Follow the passage around until you come to the floor plates. Step on the green plate then go into the next room. Look down, then carefully walk on all the green plates. Go through the passage that has appeared in the northeastern part of the room and follow the passage around until you come to a red and a green floor plate. Push the green plate and open the chest. Take the rings then

leave the room and follow the passage around until you come to a room with a blue floor plate. Drirr will push the plate and you'll fall to the next level.

Use a bucket of water on the flame and push the button behind it. Follow the passage around and open the portcullis. Use a bucket of water on the flame then head west and follow the corridor around. Go up the stairs and use a bucket of water on the middle flame. Pull the lever and follow the corridor around to the end and go down the stairs.

Head south and maneuver diagonally between the alcoves to dodge the fireballs. When you reach the end of the corridor head west and go through the north door. Fight the Fear and take the potions from the trash heap behind the pillars. Leave the room and go through the south door. Fight the Warniaks, use the lockpick on the chest then take the potions and leave the room. Head west and follow the corridor around. Fill up the buckets from the fountain and use the pick ax on the cracked part of the east wall. Go into the room and search the trash heap. Take the sword then use the pick ax on the north wall. Leave the room by the north exit you've just created then head east. Pull the two levers and continue heading east. Use a bucket of water on the flame and use the pick ax on the north wall behind where the flame was. Go into the passage that has appeared and use the pick ax on the east wall. Go into the alcove and push the button on the south wall. Go back to where the flame was and go into the large room. Leave the room through the south exit then head east. Search the trash heap then head west back to the closed portcullis. Open it with the lever then step on the green floor plate in the north of the room. Open the chest and take the blue staffs. Turn round very carefully and face the portcullis you came through. Run through the portcullis, quickly turn around and pull the lever to close it (if you feel brave you can fight all the monsters, if you survive, search the chests and trash heaps and you'll become quite rich).

Head east and follow the corridor around until you come to a room filled with holes. Look down and maneuver through them, if you happen to fall down just use a rope to climb back up. Use the blue staffs on the force fields and push the button at the end of the east corridor. Go into the room and take everything from the chest. Leave the room and head south, again using the blue staffs on the force fields. Once at the end of the corridor go down the stairs. Head in a north/northeastern direction and fight the Warniaks and Fear. Go through the north door and watch the cut scenes. When you are back at the school find Ouktero, the master of Druid magic (he's near the exit) and learn some new spells for Mellthas as he's got a higher level rating now

Leave the school and go to the village. Sell some of the items that you found in the village then walk down the river (don't cross the bridge), follow the river downstream and cross the bridge that you come to. Head west into Klouta and go to Tharnos's hut and give him the amulet. Go and see Garris, he lives in the hut nearest the sea. Ask him to take you to Maini. Tell him that you have the gold and permission and that you would like to set sail now.

Part 4 - Maini

Head north to the market place and go into the weaponsmiths (it is the south building on the market place). Sell any weapons that you don't need or want. Talk to weaponsmith and he'll give you a lot of information about the geography and history of Maini. Leave the weaponsmiths and go into the north building on the market square (mixed goods store) and sell any potions, spheres, jewels etc. that you don't want (basically any mixed goods except weapons and armor). Leave the store and go into the north east building on the market place (the residence). Talk to Kariah and to Khunag. Ask Khunag about 'important' and tell him he looks like a scholar of magic. Let Khunag join your party then leave the residence. Leave the market by the northwest alley and keep heading west to the first south building that you come to (this is the Council House). Go into the

southern most room in the building and talk to Perron and Herras then leave the Council House and go to the southwestern corner of the city. Visit the Armor Smith and sell any surplus armor that you may have. Go back to the market square and head east. Walk around the hotel building and go into the Inn. Talk to the old woman (Kryte) and to the drunk man in the middle of the Inn. Leave the Inn and go back to Kariah. Talk to her and say “yes” then go to the north of the city and leave through the city gates.

Follow the path in a northern direction until you come to a sign that says “ To Srimalinar and Kounos via the mountain path to the west”. Go west to the mountains and climb up the green plants hanging over the mountains. Keep going in a northern direction and follow the remains of the path (the gravel patches on the ground). Walk along the west side of Kounos in a northern direction then climb up the plant leading to the village. Go into the southeastern hut and wait until 8-9 AM, a battle trainer will come into the hut. He will be able to train you in close, long and critical hit combat provided you have enough gold and training points. Go right to the bottom of the hut and talk to Nodd. There are 2 ways to get past him you can either fight him (which is a good idea as he has lots of equipment you can use) or you can talk your way out of the situation. To talk your way round him, use the following replies:

“We don’t need an invitation”

“Nobody talks to us in that tone, understand”

“That’s not the point. We have to go through here”

“You don’t see the gravity of the situation”

“It’s a political affair”

Once Nodd is out of the way go into the dungeon.

Go through the west door and open the barrel on the west wall. Take the potions then leave the room and go to the far east door and enter the room. Talk to Kontos then leave his room and head east. Go through the first north door that you come to then go through the door on the southwestern wall of the room. Go through the next door step on the first floor plate. Move back off it so the door in front is closed then walk over all three of the floor plates and go through the door. Go around the corner and fight the Rinrii then open the north door. Go into the room with the multi colored floor plates. The north doors from west to east need to be blue, blue, pink and south ones, from west to east need to be amber, green, amber. Once the doors are open, search all the trash heaps and take all the gold then leave through the north door. Look at the west side of the corridor, you will see a small green wall. Walk through the wall into the room and open the chest. Take the amulet and leave by the way you came in and continue north, then go along the first passage coming off the west and go down the stairs.

Fight the Rinrii that is in the room and then pull the lever that is in the northwest corner of the room. Leave the room by the gap that has appeared in the south wall and go through the southwest door. Fight the Rinrii and the Kizz (the Kizz are almost immune to magic) and open the chest then leave the room. Head east and go through the first south door. Fight the Kizz then go through the south door. Go through the next two south doors then through the west one and then the north one. Fight the Broggs and the Kizz then open the chest. Take the document part then head back to Kontos’s room. Ask Kontos about the document part then leave the Kounos all together.

Go down the climbing plant next to the sign saying “Kounos” then head north. Follow the mountain around to the large climbing plant to the west of you and go down it. Head south and go down the two climbing plants to take you back to the ground. Head north until you come to the path and follow it northwards until you come to a sign saying “ To Srimalinar - north over the bridge”. Head north and go over the bridge then head west along the river bank until you come to the city. Travel north to the cross shaped building in the center of the city and enter the building to

the south of it(the Inn). Talk to the Barman called Edjirr and buy his information. Talk to Iskai sitting at the table in the southwest corner and sell unwanted goods you may have. Leave the Inn and find the residence in the northwest part of the city. Go in and talk to Arrim, then leave the residence and go back and talk to the barman again. Leave the Inn and go to the magicians guild which is situated to the southwest of the Inn. Buy some new spells for Sira then leave the City and head back to Kounos. Talk to Kontos and ask him about problems then leave Kontos's hut and let the woman outside talk to you. Go straight back to Kariah's house and talk to her. Leave the residence and go to the Council House. Talk to Perron and tell him he can talk to you. After talking to Perron talk to Herras and enter the word 'assassination' and tell Herras you have some important information for him. Leave the council building and then leave the city. Go to Kounos and enter the hut opposite Kontos's and talk to the man in red (he turns out to be an old friend of Mellthas's. Leave the hut and go and see Kontos. Talk to him about the council and tell him you think he has allies on the council, then ask him about 'danger' and 'plan'. Once you have spoken to Kontos and got all the information you can out of him, leave Kounos and head back to Beloveno.

Go to Kariah's house and talk to her then go and talk to Herras in the council house. Take the key from him and talk to Perron. Use Herras's key in the door in the northwest of the room and use the key again on the chest. Leave the council house and go to the Inn. Talk to Frill and to the drunk standing in the middle of the room. Ask him about the map and tell him you're interested but not at that price. When he offers 175 gold coins, accept it then talk to him about Kontos. Find Kryte and talk to her then leave Beloveno and go to Srimalinar. Go to the Inn and talk to Edjirr (the Barman) and ask him about evidence. Use the second document part he gives you with the piece you already have then leave the city and go over the bridge. Go onto the path and follow it in a southwest until you come to the shrine. Fight all the Fears outside the shrine then talk to the crowd. After you have watched the cut scene, go into the shrine to find Kontos.

Go down the stairs and search all the chests in the rooms. When you have searched everything, go back up the stairs and fight Kontos. Make your way back to the bridge that takes you to Srimalinar but instead of heading west, follow the river around in an eastern direction until you come to a waterfall. Read the treasure map and use it to find the hidden treasure. When you have found it go back to the bridge and head back to Kounos.

Stay on the mountain below Kounos and you will find an open cave entrance. Explore the cave and search all the chests and trash heaps that you find and take all the herbs from the plants. When you've finished, leave the caves and go back to Beloveno. Go to the Inn and talk to Frill and go with him.

Part 5 - The Island of the Dji Cantos

Talk to everybody who has just split up from the meeting, especially talk to Drannagh (he will restore your magic items and teach Harriet some new spells) and to Birrgh (who is a healer). Wander around the house and find Althea in the southwest kitchen. You should have quite a large amount of gold now so buy all the spell scrolls that haven't been learned yet and get the particular magician to learn them. Go to the north part of the meeting hall and find the entrance to the transport caves. Rainer will leave the party so take any items you want off him (especially his rations and gold). Walk into the light at the end of the cave and make your way to the hot desert land of Umajo.

Part 6 - Umajo

Make your way through the rocks and go into the city. Go to the Inn and talk to the Inn keeper. Find Konny, (she's sitting down at a table in the northern part of the Inn) and talk to her about your adventures and your plans. Find out about a guide and about the heat. Go to the miners guild in the northwest of the city and wait for Ohl. When he appears talk to him and tell him that Konny sent you. When he asks for a jewel tell him that you accept. If you have a jewel in your backpack don't worry. If you don't, then leave the guild and find the diamond polishers guild in the south of the city. Buy a jewel in the building then leave the city gates. When Ohl arrives he'll ask if he can look in your backpack for a jewel, say yes. When Ohl leaves you, enter the cave and follow the path in a southern direction until you come to a large cavern with rocks in the center. There is an exit to the east. Ignore it and carry on south. Keep an eye on the west wall, you will see a chest behind some rock. Use the pick ax on the rock and squeeze through the gap. Leave the alcove with the chest in it then leave the cave through the southern exit.

Part 7 - The Toronto (part 2)

Just wait for a while and Joe will come to rescue to you. Leave the room and head east to the end of the corridor then go south. Enter the cabin on the east side of the corridor and search the cupboard in the northeast corner. Leave the cabin and head south, follow the corridor around and enter the code from the note in the first door you come to. Go into the room and search the chest of drawers next to the service tunnel door then go down into the service tunnel.

Head south down the corridor towards the door with the flashing plate in front of it. Go north, up the corridor opposite the door and find the service robot in the northeastern corner of the room. Turn the robot on and go back to the flashing plate and stand on it. When the service robot stands on the plate, go through the door. Look at the switch on the Plexiglas door, when the red light behind it turns green, push the switch in front of you. Go east and then up the north passage, follow it around until you come to some red control lights, push the switch in the corner then go back to where the Plexiglas wall was. Go west and up the north passage and push the switch in the corner. Go into the passage that has appeared, open the cabinet and take the code note. Leave the passage and head south to the end of the passage. Push the switch on the west wall and run to the switch on the east wall and push it (you have to be quick and do it before the lights run out). Follow the corridor around and ignore the first north passage coming off it. Go to the end of the corridor and go north, follow the corridor around and go down the first south passage leading off it. Go east as soon as you can and follow the south corridor around (ignoring the north passage you pass). Head in a northern direction and follow the corridor around until you come to a room with nine floorplates. Push the button that you can see and the floor plates will light up. Go back along the corridors to the first north passage that you ignored and go up it. Look on your automap and you will see that floor plates from the last room are still lit. Copy the pattern of them onto the floor plates in this room and push the switch on the Plexiglas supports, then go to the northeastern side of the room. Push the switch on the wall and run along the gap on the northern wall and push all four switches. The door will open. Go back to far east switch on the north wall (it is unlit) and push it. Go into the room that has appeared and open the cupboard. Take the code note then leave the room and go out of the east door that you just opened. Follow the corridor around until you come into a large room with service robots behind Plexiglas doors. Open the third door and step on the floor plate behind the service robot. Go into the room and open the cupboard on the wall. Take the code note then leave the room and open all the other doors. Eventually the door will open when the robots have stepped on the floor plates. Go through the door to the end of the corridor and enter the code 4312. Go through the door and enter the reactor core. Go straight up north to the console and let Joe examine it, then watch the cut scene.

Part 8 - Dji Cantos

Walk into the light and go to the north of Maini.

Part 9 - The Kenget Kamulos.

Leave the tunnel and head west until you come to a climbing plant. Go up the plant and head southwest to the large climbing plant. Head east and follow the path until you come to the sign for Srimalinar. Go back to the Inn in the city and get Sira and Mellthas to join the group again. Leave the city and go back to the transport cave. Go to Nakiridaani and train everyone at the battle trainer in Jirinaar (this is the only place on Albion where Mellthas can be trained). Go to the Dji-Kas Guild and buy some Trii Falai seeds for Sira (you can buy them in the south of the building) then leave the city and go back to the transport cave. Transport back to the north of Maini and head east until you come to the Kenget Kamulos. Talk to the guard on the right and tell him that you have come to make a deal.

Go out of the east door and open the door in the southeast corner of the room. Head west until Khunag tells you that you are in the cells of the novices. Head north until you come to the end of the corridor then head east again. Go into the first cell you come to (it has a torch in the northwest corner and a cupboard described as a beautiful amulet in the northeast). Wait for the novice to leave the room and open the cupboard. Take the amulet then manipulate the torch and go through the passage that has opened. Head west at the junction and take everything from the chest at the end of the corridor. Go back along the corridor and keep heading east until you are discovered. When asked if you surrender say "yes".

Open the door and leave the cell. Head west until you come to the junction going north or south. Head north and open the door. Fight the Warriors and Magicians (HINT - Take as many double battle axes and bolt throwers as you can from now on, they are effective in battle and worth a lot of gold) then open the chest in the southwest corner of the room. Take the potions and the key then head south until you come to a locked door. Use the dungeon key on the door and keep heading south. Open and go through the next south door you come to and fight the Magicians. Once you have defeated them leave the room via the south door and fight the Magician. Follow the corridor around, go through the north door then go down the stairs.

Head east into the room with a gold floor plate and a flame in it. Step on the floor plate in front of the flame then move onto the gold floor plate in front of the door. Go through the door and step on all the floor plates (be careful not to get hit by the fireballs). When the torches are lit, go through the door that has opened and head north. Fight the magician then carry on northwards to the end of the corridor. Head west and fight the warriors then walk around the edge of the curtains (don't go through as there are some fears and animals in there). Follow the corridor that you come to in the southwest corner and fight the magician, then go down the stairs on your left. Go south down the corridor and follow the corridor around to the west. Fight the animals then push the switch above the flag at the end of the corridor. Walk back around and follow the corridor around to the east. Fight the Plagues and push the switch above the flag at the end of the corridor. Walk back around to where the closed door was and go through the opening. Open the chest on the east side and take the ring and the light staffs. Open the chest on the west side with your luckiest character as there is a trap in it. Take the spells and the potions then leave the room and go back up the stairs.

Go down the other set of stairs and leave the room by going through the east exit. Fight the Kenget warriors (take note of the three different colored floor plates behind the portcullis's) then walk

behind the cell holding the orange flames. Push the button on the wall, then walk around to the floor plate in front of the cell with the orange flames in it. Step on the floor plate then let the flames follow you to the orange floor plate that was behind the portcullis. Let the flames follow you over the floor plate, when they touch it they will extinguish. Do the same for the blue and green flames (push the button behind their cell, let them out then lead them to the floor plate). Once all the flames are extinguished, pull all the levers that are in the cells then leave the room through the door in the southeast corner. Go through the gap in the east wall and stand on the floor plate in the south for about 10-15 seconds, the door will open. Go into the room and fight the Plague and the Animals. Search the trash heaps then leave the room. Go back to where you came through the gap and go through the northern curtain. Map out the room and go through the curtains that are in the middle of the room, but closest to the north wall. Open the chest and take everything that you want, then leave the curtains and go down the passage in the southeast. Follow the passage around then go down the stairs.

Fight the Rinrii and the Krondirs then head south. Stand on the floor plate and keep standing on it until all the torches have lit up. When the last one lights up the door will open. Go through the door and then go through the door on the west wall. Head north and fight the magician then follow the corridor around until you come to a trash heap. Search the trash heap then go through the door. Go right to the end of the corridor and head south, then go in the second door you come to. Fight everyone and take the key from the Beastmaster. Go all the way back to where you first went through the door on the west wall and use the key on the east door. Follow the corridor around and go down the stairs.

Wait until the fireballs hit the torches then run southwards and go through the gap on the east wall. Negotiate your way through the hot floor plates and open the first door on the east wall. Fight the Storms then go into the room. Push the switches on the second half of the north wall then leave the room. Head north, negotiate your way through the hot floor plates and open the next door you come to on the east wall (just past the corridor with the blue traps). Fight the Fears and push the switches in the north and southwest corners of the room. Leave the room and go into the first room you come to in the north. Wait for the fireball to go over the hot floor plates then make your way along the path it makes. Step on the blue floor plate then leave the room. Go into the next room in the north and again, wait for the fireball to go over the hot floor plates and follow its path to the blue floor plate. Leave the room and go to the south rooms. Do the same here as you did in the north rooms. Go to the corridor where the blue traps were, they have disappeared. Go along the corridor and head south. Fight the Fears then move to the northeast corner of the room (making sure to avoid the flame) and push the switch in the corner, then go down the stairs on the east side of the room.

Head south and stand on the floor plate in front of the flame until it extinguishes. Follow the corridor around and stand on the next floor plate. As the flame is extinguishing you will notice a fire ball coming towards you. As soon as the flame extinguishes, go to the right to avoid the fireball. Move forward and pull the switch at the end of the corridor. Leave here and go back up the stairs. Leave the room and head north to the end of the corridor. Fight the Animals and move towards the portcullises. Make your way through the portcullises by going south, south again, west and then south. Open the door to the east then go down the stairs.

Move out of the passage with the stairs in and head south towards the flags. Go behind the flags and pull the switch on the east wall, then go back up the stairs. Go through the next three northern portcullises and search the trash heap. Then go through the next two western portcullises and search the trash heap you find there. Leave the portcullises and head back down the long passage. As you are heading south look on the west wall for a small switch, push it and go down the stairs

that are in the room. Go down the passage and fight the magicians then go down the next set of stairs.

Leave the room by the southeast exit and head east. Walk onto the big set of glass floor plates and let the flame move all the way to the south side. Head south until you come to another large set of glass floor plates. Walk over the floor plates in exactly the same pattern as the flame did on the previous set. If you happen to fall through the floor you can leave the arena through the doors in the northeast. Once over the floor plates head west to the end of the corridor and fight the magicians. Stand on the floor plate in front of the north exit for about twenty seconds then go into the room and fight the magician. Follow the corridor around and dodge the fire balls. Go to the end of the room and push the floor plate next to the big torch. It will start moving, when it gets to the other side of the room push the floor plate on that side of the room. Keep doing this until all the fireballs are extinguished. Once there are no more fireballs, make the torch move, but this time stand on one of the floor plates in the middle of the room. Keep standing on it until the torch reaches the other side of the room, it should now be a gray color. Do this again with the other floor plate so that the north door opens, then go through the door and follow the corridor around until the floor collapses underneath you.

Head north and fight the Fears then take the first east passage that you find. Walk through the east passage then go through the eastern door that is straight ahead of you and fight the Storms. Go through the east arches and head in a south eastern direction (going through some of the smaller rooms/cells) to the south wall, fighting any monsters you come across on the way. Find the door on the east part of the south wall and go through it. Head east and go through the first north door that you come to. Follow the corridor around and walk through the open door, the door will then close behind you. Walk towards the brass plate at the end of a passage, a flame will appear and start coming towards you. Run backwards towards the door and stay there, the flame will disappear through a hole in the floor. Use a piece of rope on the floor and drop down.

Go through the northwest door (Khunag will tell you it is the right door) and head north. Go through the north door and keep heading north until you come to a large room with unlit torches (the ones that look like totem poles). Fight the warriors then keep heading north until Khunag tells you you are in the anteroom of where they keep the high knowledge. Fight the magicians then go through the north door behind the statue of Kamulos. Watch the cut scene then fight Kamulos himself. Take the High Knowledge once you have defeated him and watch the cut scene. When you are back outside tell Khunag he can stay and then head back to Umajo.

Part 10 - Umajo

Go to the Equipment Makers guild and speak to Merdger, ask him about Zebenno and about the key. Leave the guild and go to the Miner's guild. Talk to Zebenno (he's found in the north of the building outside the mineshafts) and tell him you'd be happy to test the mechanisms out for him, and that you will be careful. He will then give you the equipment makers key. Go into the mineshaft with two carts outside it (Tom will go in on his own) and sneak up on the ritual (use the alcoves to hide). When Tom comes and says he knows the magic word (Umajo Danu), leave the guild. Go to the house in the east of the city (there is no go-to point on it but if you look at it on your automap it has an open door) and go and talk to Sojekos. Once he tells you about Kossotto and where to find him, leave this house and go back to the equipment makers guild. Go to the north of the building where Merdger is and use the equipment maker's key in the north door.

Go down the stairs and follow the corridor around until you come to a long row of knives on the floor. Ignore the switch and head north, following the corridor around until you come to a junction

heading north or east. Carry on going north until you come to a room with a few knives on the floor. Take the hammer from the table and take the bucket of water. Go back the way you came until you come to the junction again. Head east this time and follow the corridor around until you come to central hall. Fight the Warniaks then leave central hall by the southwest exit and keep following the corridor until you come to the knives again. Follow the knives in a southern direction until you come to a room containing a large set of knives and a chest in the middle. Fight the Warniaks then use the hammer to make a path through the knives then open the chest. Take everything from the chest then follow the knives all the way around until you come to the first lever and door you came to when you first entered the cellar. Use the door key from the chest in the door on the east and go into the room. Fight the Skrinnns then go to the levers on the wall. From left to right the switches want to be down, up, down. When they are in this position pull the lever on the north wall. Make your way back to central hall and leave it via the north exit. Follow the corridor around until you come to a junction. Head east at the junction until you come to a room with an open chest in it. Fight the Broggs then take everything from the chest. Go back to central hall and use the chest key on the chest. Take the door key then head north again. Go west at the junction this time and follow the corridor around until you come to a room with some floor plates and a fire. Fight the Skrinn then use the bucket of water on the fire and look closely at the floor plates. You'll notice that some are darker than others. Follow the path of the darker plates and step on the concrete plate in the corner. Take everything out of the chest that appears then head west. Follow the corridor until the east turn off then walk along the east corridor until you come to a door. Use the gold key that you found in the chest in central hall on the door and wait until 8:00 am. When the switch appears pull it then leave the room. Head east to the end of the corridor then take the north passage. Follow the passage around until you come to a junction leading north or south. Head south and follow the corridor until you come to an open door. Pull the switch in the room then make your way back along the passage. Keep heading north until you come to another open door, enter the room and go into a mine tunnel in the corner.

Go forward down the stairs, then walk along the corridor to the southern door (ignore the west door). Enter the room and fight the Fear. Follow the passage around and go through the first south door that you come to. Go down the passage and go through the west door. Walk along the passage and fight the Fears. Walk into the magic curtain and re-vitalize yourself then talk to Kossotto. When he asks if you know the magic word, say yes. He will then give you the scroll of metal magic. Make your way out of the dungeon and out of the 2-D cellar then go back to the Dji Cantos.

Part 11 - Toronto - The Final Confrontation.

Ask Mellthas and Sira to leave the party and get Joe to join your party, then make your way to Umajo
(it is a good idea to equip your new member with armor before you go).

Find your way to the tunnels again and come out of the south exit. You will automatically go to the Toronto. When on board, head south and open the large door you come to. Keep traveling south until you come to a room with a console and a table and chairs in it. Take the east exit and follow the corridor until you come to a large room. Tom will point out where the console is that you need to manipulate. Let Joe manipulate the console then fight the security forces that come through the door. Take the screwdriver off the table then head south through the door that the security forces came through. Follow the corridor around until you come to a door with a key pad on it. Enter the code 1712 and go down into the service tunnel.

Head south towards the service robots and fight them. Take the west corridor and follow it around until you come to some laser beams. Use the screwdriver on the panel on the east wall and then manipulate the wires that have been exposed (use Joe whenever you have to do this). Go to the door on the west wall. Stand as close to the door as you can, making sure that you can see the green light. When the light comes on, push the switch in the middle of the door and quickly go through. Step on the blue floor plate around the corner and let the service robot see you. Run around to the other side of the laser barrier and let the robot come towards you. He will try to come straight to you and walk through the laser beam, shorting it out. Walk around to where the laser barrier was and walk through the door. Follow the corridor around right to the end and use the screw driver on the panel. Manipulate the uncovered wires and then walk back around to where you first fought the service robots.

Head east and follow the south corridor. Fight the service robots and walk to the end of the corridor. Take note of the colored lights on the wall then go back along the corridor. Head north and follow the corridor around. Walk past the disabled laser beams and keep following the corridor until you come to a very large room. Fight the four waves of attacking service robots then find the panel on the east wall. Use the screw driver on it and rip the wires out. Go in the room in the south east corner and find the panel on the north wall. Use the screw driver on it and then rip out the wires. Leave the room and go to the closed south door. Let Joe repair the wires next to it and go through the door when it opens. Go along to the end of the corridor and head north to the flashing laser beams. Carefully walk through the beams (timing is essential here, it is a good idea to save your game before attempting it) then head south through the other set of laser beams (observe the pattern here as it is different to the first set) and then follow the corridor until you come to Ned. Fight Ned then head east, follow the corridor and go through the next two northern doors. After the second north door, head west until you come to an extremely long laser beam. Walk down the side of it then travel all the way up the center of it to the wall. Use the screw driver on the panel and rip out the wires. Walk back down the middle of the laser beam and go through the gap that has appeared. Head north to the two U shaped blocks (one of them is upside-down) and make note of the colored light sequences.

Head back to the long laser beams and make your way back along the corridor until you come to a door facing west. Go through the door and head north, take the east exit and you will come to a room with multi-colored floor plates. Push the green switch on the Plexiglas wall and run into the alcove in the south east corner. Make note of the color sequence then leave the alcove and step on the floor plates so you make the following pattern (going from north to south):

| | | | |
|---------------|--------------|------------|---------------|
| | | RED | |
| | GREEN | RED | |
| D BLUE | | | L BLUE |
| D BLUE | GREEN | RED | L BLUE |

The pattern should look like an arrow facing away from the door. When you have done this, push the switch on the Plexiglas and the main door will open. Go into the room and fight the AI's. When you have defeated them. Use the red code key card you got from one of the AI's in the south door and go to end of the corridor.

Walk through the reactor hall into the reactor room. You will be confronted with Colonel Priver. It is a good idea to talk your way around this one. If you like a good fight ask him "Does he think you can stop him?" If however, you want to take the easy way, tell him the following:

“Let’s stay calm for a moment, Priver”

“Did you see the documentary about this world on the video screens?”

“Would you be so good as to look at my companions? Do they look as if they came from this ship? What other proof do you need? They are real. That’s what the world we are destroying looks like!”

“The documentary has been seen everywhere on board. Some probably don’t believe it, some probably don’t care. However, you know the personality profiles of the crew. Most of them are not ready to destroy a life-filled world. Aside from the fact that the crew was deceived by the company just as you and your men were.”

“Think about all the creatures you had to fight during the mining. How could there be such beings on a planet which supposedly has no life? You and your people are being fooled by the company!”

“Please, Priver, forget for a moment that we can’t stand each other personally, and think about the situation. The truth about this world can’t be suppressed forever. It’s just a desperate act of the company which has risked bankruptcy with this ship. We have the motivation to save this world from destruction. What motivation do you have now?”

Tom and the others will now make their way to the reactor room. All you have to do now is defeat the AI and watch the end sequence.